
Title: The Elixir of Death

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The
Elixir

After the Magician has gained mastery over the Lower and Higher Rituals of Necromancy, he shall have sufficient understanding to create the Elixir of Death. This is not to say that the creation must be done immediately upon attaining the background needed to do so. If the Magician is not well-practiced in the Rituals, and a master of the Art, he may fail in attaining the balance of the Elixir, which will produce instead a most fatal mixture, from which no form of spiritual recovery is possible. It is because of this risk of destruction that many Magicians keep themselves from the Elixir until they are of old age and believe the risk of death by that means outweighs the risk of annihilation.

As no two Magicians are alike, no two Elixirs are alike. Each must be brewed by its consumer -- the reagents being researched to meet the needs of the specific Magician's corporeal self -- and thus each Magician that attempts the

transformation (Becoming)
is responsible for the
outcome. Once created,
the potency of the Elixir
decays rapidly and must
be consumed without
delay. If the Magician has
succeeded in the Ritual
of Death, the Becoming
shall be complete. If he
should fail, however, the
outcome may lead to
dementia, corporeal
collapse, memory loss,
permanent disability or,
most likely, death.